$1.00

1983 Catalog

SOFTWARE FROM COMPUTERMAT WILL TURN YOUR VIC-PET-CBM INTO A HOME ARCADE!

COLOR
GRAPHICS
SOUND

New Releases

All VIC Programs Run in Standard VIC Unless Noted

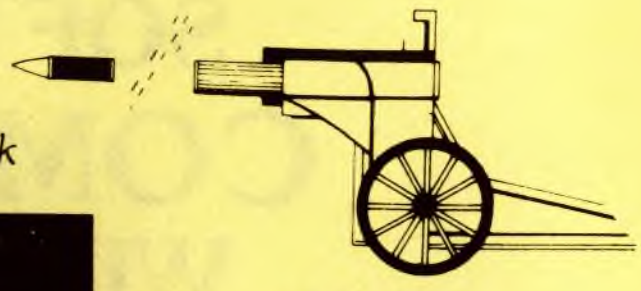
NEW!

COMMODORE 64 SOFTWARE

Cassette and Disk

More Games, Challenging Problems And Programs ThanYou Can Shake A Joystick At!

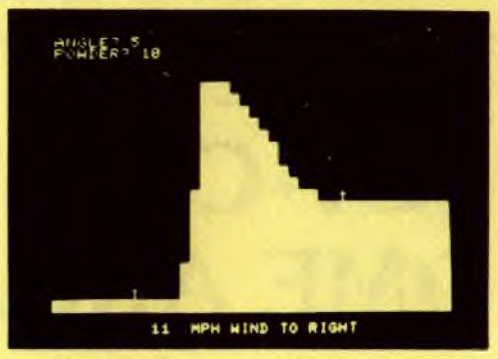
ARTILLERY



By Cliff Dudzik

$12.95

NEW VIC Software



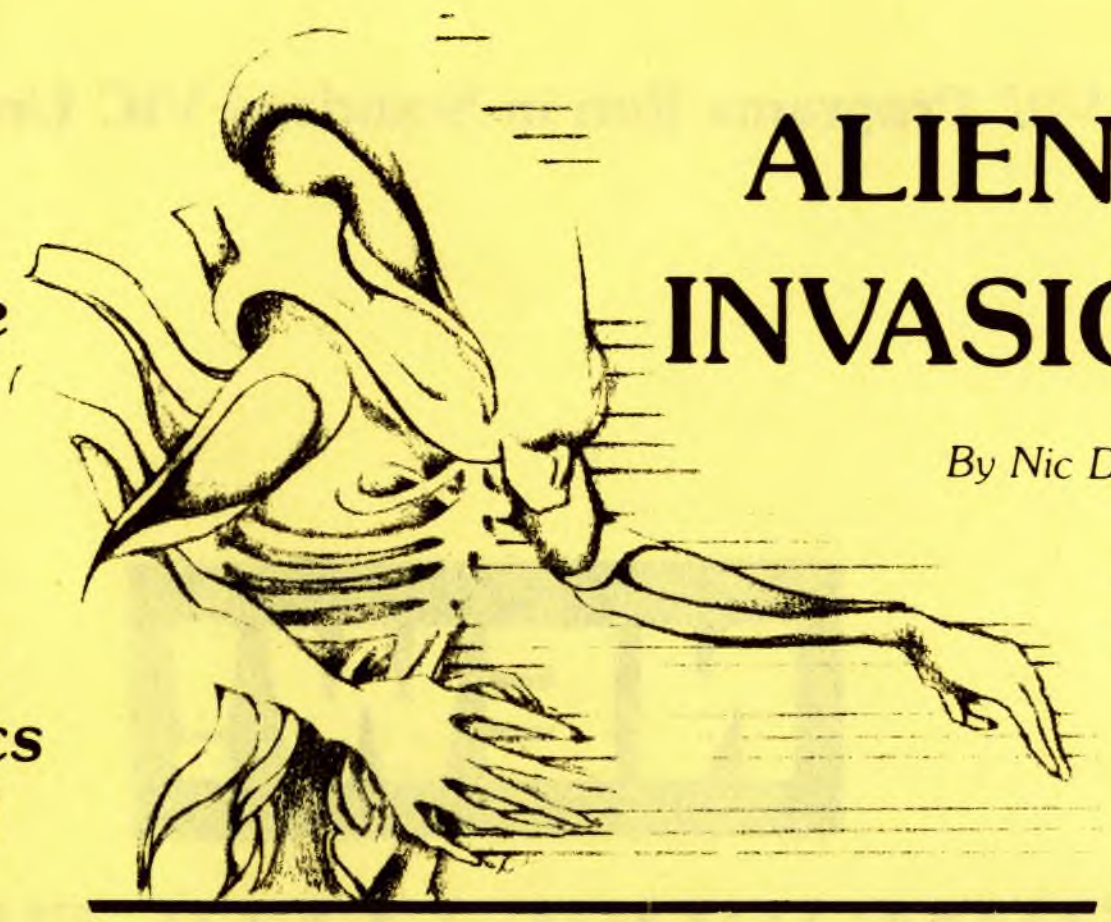
Color Graphics Sound

This is a 2 player arcade game that will bring a lot of fun, to your VIC. Somewhere on the other side of the mountain (which changes each game) the enemy waits. You select your powder for your shell and the angle you want to shoot at. Then you plug away at each other until one of you has a direct hit. Don't forget about the wind factor. After a direct hit you get a new mountain drawn and away you go again. Teaches about angles and velocity. Great sound and graphics. This will be a great addition to your software library.

INSTRUCTIONS

F1 and F3 keys move the angle up and down.
F5 and F7 keys select the amount of powder.
Return key fires the missile
Flag indicates the wind direction.

New VIC Software



ALIEN INVASION

By Nic Dudzik

$12.95

Color Graphics Sound

Invaders from space are attacking your home planet. Hurry and man your lasers and prepare your robot forces for the inevitable attack of the Alien Invaders. The leader Vader Monstroth is out to disintegrate you. The excitement builds as you command a battery of missle bases in a bunker. Each invader has a laser aimed right at you. They seem to be computer controlled. Will they ever stop. Only you can save the Galaxy. Protect the galaxy from the Alien Space Invaders. You can compete with 4 people in the solar system. There are 20 levels of play. This is the VIC version of one of the most challenging and popular arcade games of all time. If you destroy the Aliens in the correct order you will receive bonus points. Can you get the top score?

INSTRUCTIONS

The Z key moves the laser left and the X key right
F7 key fires the laser.

BOMB'S AWAY

By Joel Levesque

New

VIC

Software

Joystick or Keyboard

$12.95

Can you stop him? The crazy bomber drops the bombs from the top of the screen. You get 3 buckets to catch them. Before you know it bombs are falling so fast you wonder when he will stop. Just when you think you have him under control your bucket gets smaller. Is your hand quicker than your eye?

INSTRUCTIONS

M and , move left and right
Hold key down to move — release to stop moving.
Use Joystick or keyboard

CATTLE-ROUND-UP

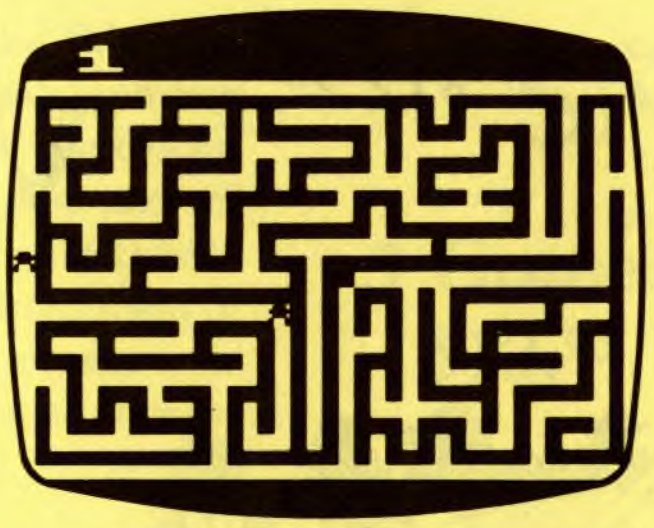
By Nic Dudzik

$12.95

NEW

VIC

Software



Color
Graphics
Sound
HI-RES

Joystick or Keyboard

Ready for a little Round-Up? With Cattle-round up you will have to ride fast and push hard. Those little dogies seem to be everywhere and they are all worth points. The faster you move them into the pen the more points you get. But be careful you may run out of time. Don't take your eye off of the maze or you will really be in trouble. You can select from 1 to 8 cattle to vary the skill level. Move your cowboy thru the maze and get the cattle back in the corral. You can push, coax and call the cows. Head out West for hours of fun with Cattle-Round-Up.

INSTRUCTIONS

A and Z keys move up and down.
Cursor keys move righ and left.
Space bar opens and closes the gate.
The return key turns the coax on and off.

VIC 20

By John Dondzila

SPACE PAK

$19.95

NEW

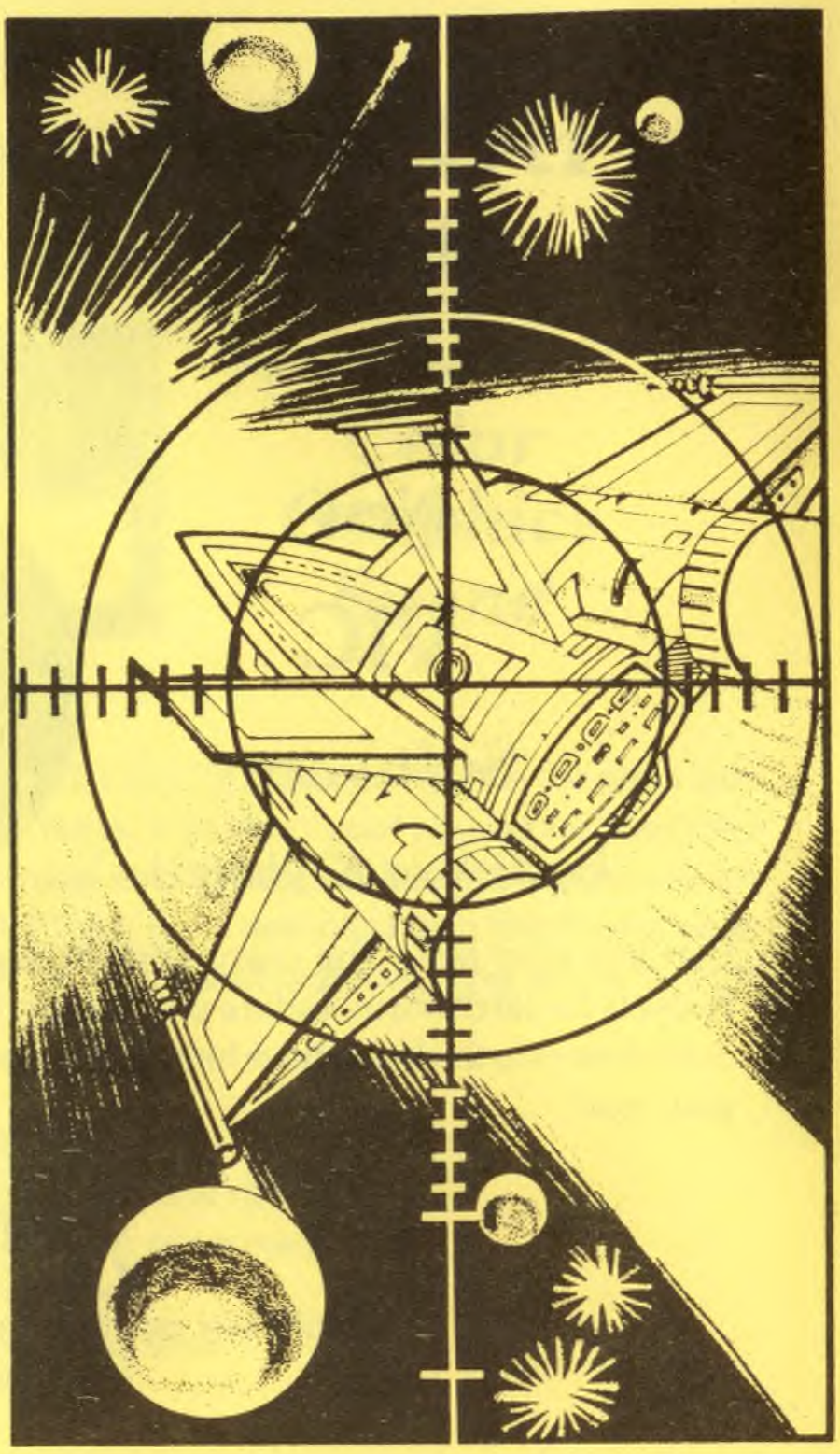
3 Games

1. Rocket-Race
2. Fence-A Tron
3. Raiders.

JOYSTICK OR KEYBOARD

Can you survive? 3 space games with the sights and sounds of arcade games. The excitement builds as the action is un-ending. Blast away at everything in sight. The alien attacks will stop at nothing to destroy you. Prepare for battle, there is no escape, unless you can help. Can you survive? Hi-Res, color, graphics and sound. Joystick or keyboard.

Runs in Standard VIC-20



NEW

$12.95

MOW

By Andy Boham

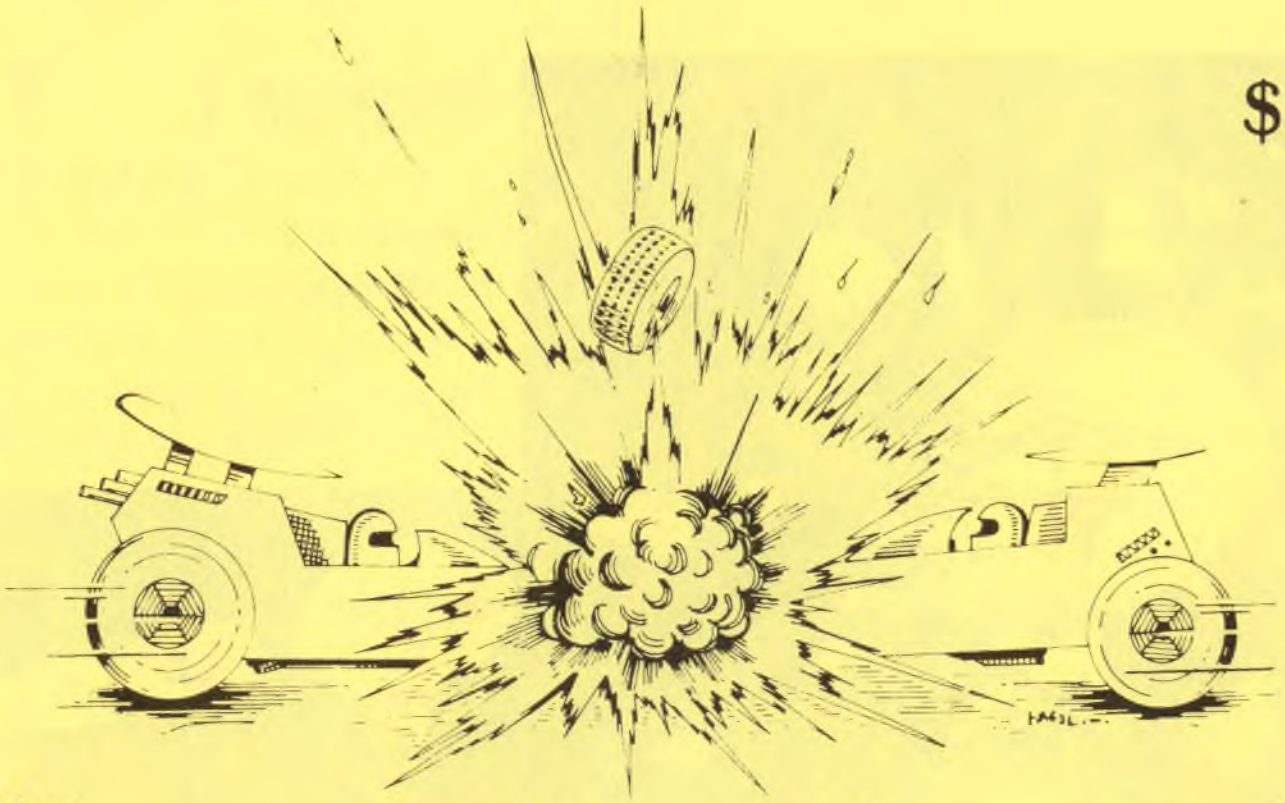
VIC-20

Runs In Standard VIC-20

Color
Graphic
Sound

JOYSTICK OR KEYBOARD

Get ready for the fast and furious action of the craziest mower you have ever seen. How much grass can you cut? Joystick moves your mower around as fast as you dare. Watch out for granny's dafodils and grandpa's radio antenna.



$12.95

New

VIC

Software

HEAD ON

By Nic Dudzik

Color
Graphics
Sound

WARNING — BUYERS OF THIS GAME HAVE BEEN KNOWN TO BECOME ADDICTS

Joystick or Keyboard

Please do not buy this game if you are the type that says "I'll play it just one more time." Players have been known to start playing HEAD ON at 8:30 p.m. and at 2:00 a.m. wonder where the time went. Have you ever tried to explain to someone why you played a game for five and a half hours. We know of no remedy for the addiction to HEAD ON except to beat the VIC on level 9. No one has done it, YET. Will you? We think not. Move your car as fast as you dare around the tracks. You get 3 cars and MUST avoid the computer car. Points for the most dots covered. Bonus cars, nine levels of play.

INSTRUCTIONS

The A and Z keys move the car up and down.
The . (period) and, (comma) move left and right.

SNAKEOUT

By Cliff Dudzik

3 Games

$12.95

New

VIC

Software

Color
Graphics
Sound

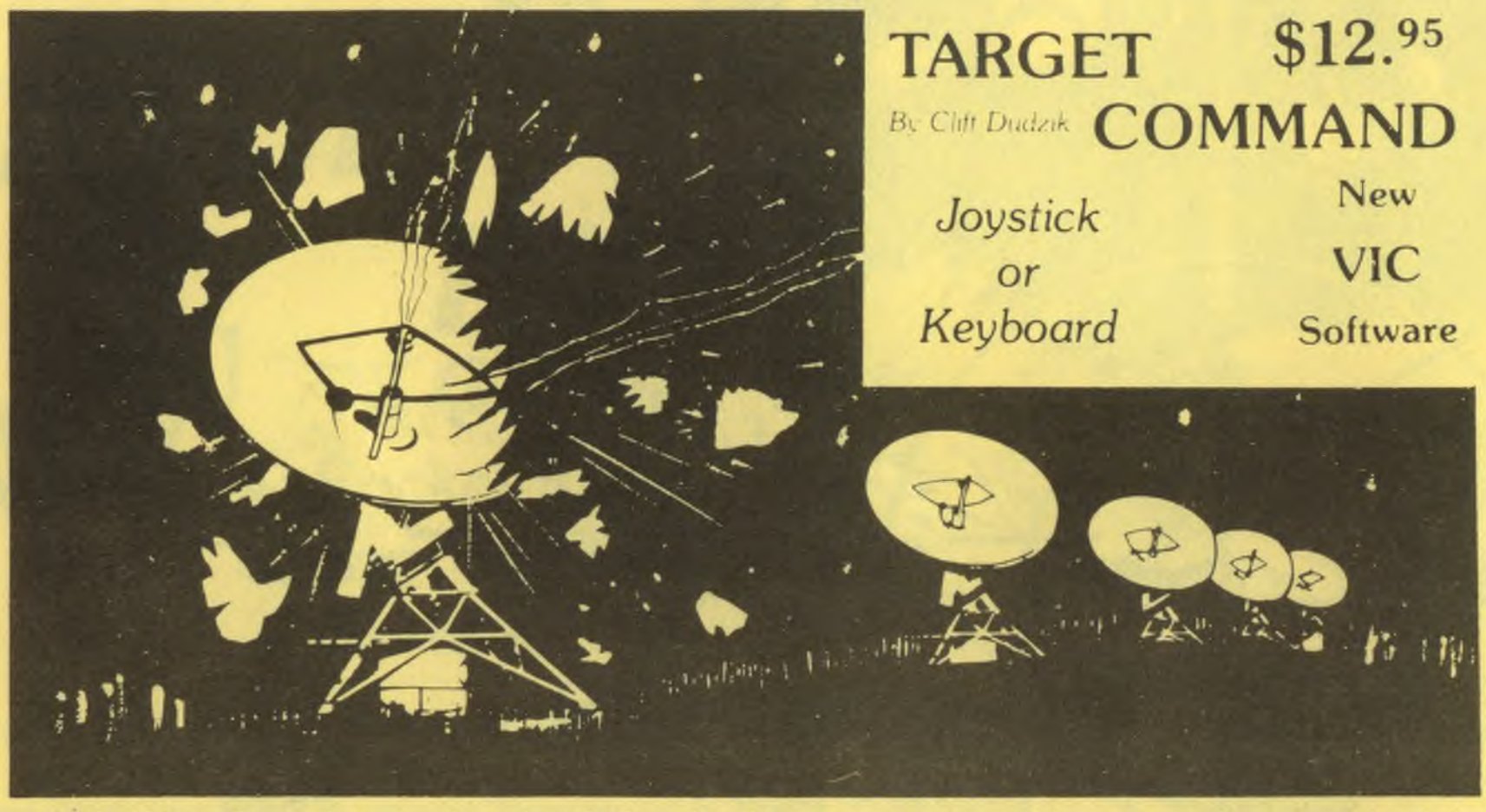
Get ready to slither around your color TV screen and do some chomping. You are a snake and your object is to chomp out the various color blocks. Each block has a different point value and will appear at random on the screen. You must watch out for the spiders and stay away from them or they will end your slithering. As you move around you will have to plan your path because your tail keeps getting longer and longer. If you are not careful it will get you in the end.

Two player version of SNAKEOUT included on the cassette. You had better purchase a pair of earplugs when you purchase this game. It has been known to cause the decible level of those playing it to reach 100 +.

As a bonus we have included a two player game called TRAPPER. The object is to trap your opponent so that he can can not move around the screen. Watch out for the walls.

INSTRUCTIONS

The A and Z keys are used to
move right to left and up and down
depending on the direction you are going.



TARGET COMMAND

$12.95

By Cliff Dudzik

Joystick or Keyboard

New VIC Software

The whole West Coast is being bombarded and only you can save it. You are at the controls of the missile launcher and hold the destiny of our country in your hands. It takes a cool head, hot hand and fast reflexes to zap those missiles right out of the air. Get ready to pulverize — atomize and vaporize them. Oh, my God, those warheads are heading right for our ammo dumps. They are everywhere. NO ONE CAN SAVE US — EXCEPT YOU. You must move your laser into position and fire as fast as you dare. Time limit with arcade style excitement. Protect your ammo at all costs. 10 levels of play.

$12.95

VIC-20 In Text

ADVENTURE PAK

By Mark William

ADVENTURE — (Beginning Adventure) Explore the underground maze of corridors, rooms and passages. Can you find the treasures. Do you dare go further. Where am I? — The Dungeon. Get ready to explore for hours. By using two word commands you tell the computer to move, take objects, climb and examine new found areas. Are you ready to fight the Dragon. Good luck — you will need it.

CAVES OF SILVER (Intermediate) Long John Silver left his treasure chest somewhere deep in the maze of caves. Do you dare go in? You had better map out where you go or you will never see daylight again. Can you get the treasure before Long John Silver gets you. MANY HAVE TRIED AND ONLY A FEW HAVE MADE IT. Be ready for new dimensions of mystery, suspense and tension.

REQUIRES 8K OR 16K MEMORY CARTRIDGE

ADVENTURES — AN OVERVIEW

By definition, an adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event of experience. Adventure is that and more. Playing any of the Adventure series consists of 2 elements: you the user, and the games themselves. In beginning any Adventure, you will find yourself in a specific location: a forest, cave, spaceship, in a desert, etc. The video display will tell you where you are and what you can see. You then input commands to your robot computer and receive messages that may arise as the result of your orders. You have to get used to looking at the screen portions in order to find out what's going on the game but it doesn't take long for the reading to become a reflex. In fact, your will have to live in those imaginary worlds.

By using two-word commands you move from location to location (called "rooms" although some rooms represent outdoor sites such as a swamp), manipulate objects that you find in the different rooms (pick them up, put them down, carry them, etc.) and perform actions as if you were really there.
The object of a game is to amass treasure for points or accomplish some other goal. Successfully completing a game, however, is far easier to state than achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.
If you're tried to video games of bouncing balls or shooting at targets; if you're ready for an intellectual challenge that transports you to new worlds of experience; if you want to see what a skilled programmer can do with a VIC invest in an adventure game. An early Adventure ("Caves of Silver") is a good place to start.

ADVENTURE SERIES — FOLLOWING ADVENTURES
REQUIRE MEMORY EXPANSIONS

ADVENTURE PAK
2 Adventures Included

CAVES OF SILVER — REQUIRES 8K OR 16K MEMORY CARTRIDGE

What's that ahead. It looks like a cave. The ledgend has it that Long John Silver left his treasure chest somewhere deep in the maze of caves. Do you dare go in? You can try but we wonder if you will leave. Most get lost in the mazes and cannot find their way out. You will spend hours exploring the many locations and rooms. You had better map out where you go or you will never see daylight again. Can you get the treasure before Long John Silver gets you. We cannot be held responsible if you cannot shut your VIC off because you cannot get out of the caves. MANY HAVE TRIED AND ONLY A FEW HAVE MADE IT. Be ready for new dimensions of mystery, suspense and tension and hours of fun.

AS A BONUS YOU WILL RECEIVE

ADVENTURE — REQUIRES 8K OR 16K MEMORY CARTRIDGE

You play the role of the adventurer exploring on underground maze of corridors, rooms and passages. Can you find the treasure. Do you dare go further. What do I have to lose. Its just a few steps more. What that? Where are we? Everything is spinning around. Where am I? The What — The Dungeon. Get ready to explore for hours. Can you find the ruby. How do I get out of this hole. By using two word commands you tell the computer to move up and down, take objects, climb and examine new found areas. Are you ready to fight the Dragon. Good luck — you will need it.

COSMIC CRUZER

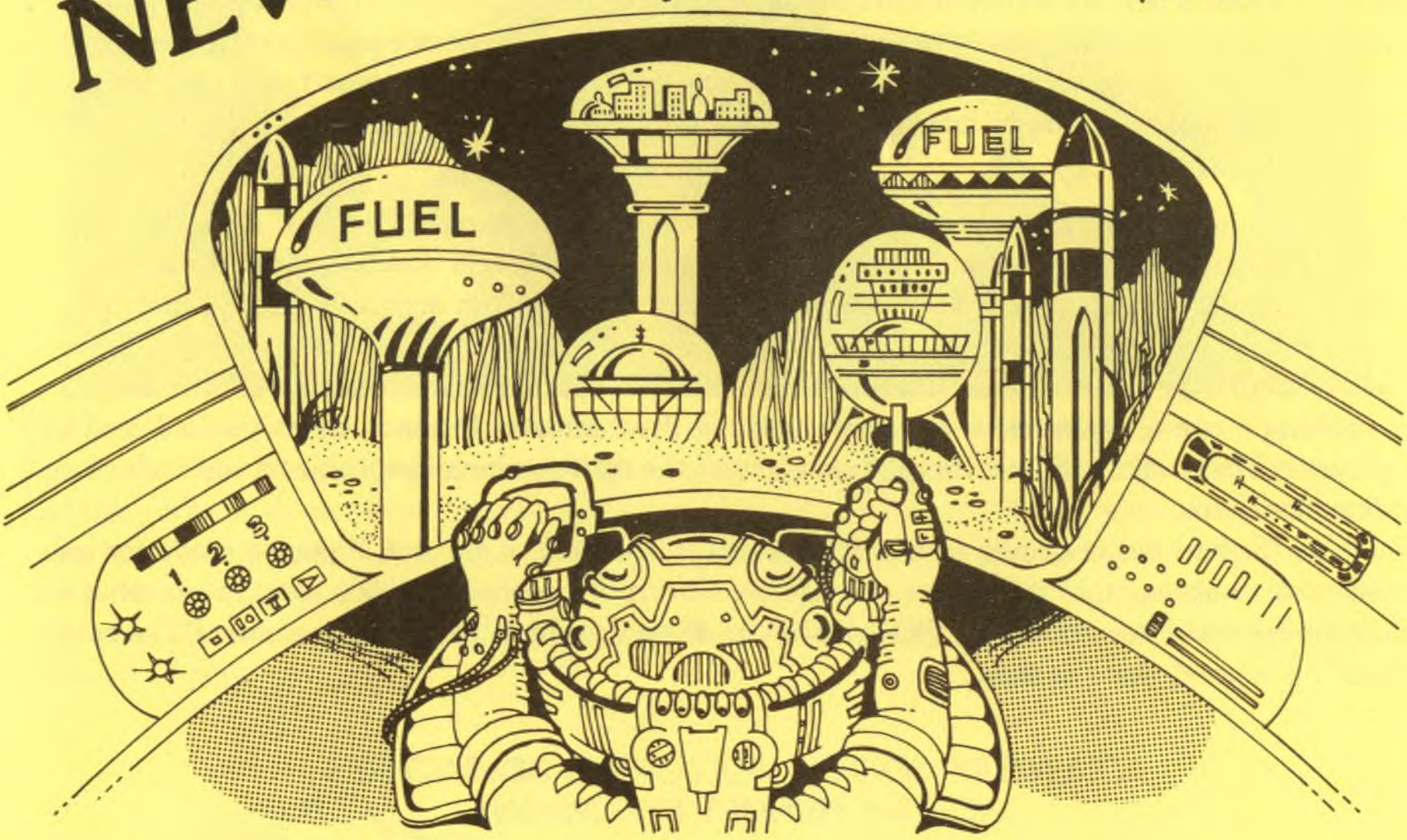
By Daniel Neault

VIC-20

Joystick

NEW

$19.95



Hot Action & Challenging Scenarios

If you like Scrambler, you will love Cosmic Cruzer!

Bring the coin-op game into your VIC. 3 Scenarios. Your Cruzer moves over a mountainous landscape & into a tunnel of surface - to - air missle, silos and ground - to - air weapons. If you can make it in and out of the tunnel you fly into the asteroid field. Drop bombs and fire missiles at the fuel dumps to keep your fuel supply up. If you are really good you can get to the base and try, to destroy it. We don't know of any one that has hit the base yet. Maybe you will be the 1st. Cosmic Cruzer is a fun filled magnificently rendered home video game that will last for months of challenge. Highly addicting. Hi-Res Graphics, Color & Sound.

SOFTWARE FROM
COMPUTERMAT
WILL TURN YOUR VIC-PET-CBM INTO A HOME ARCADE!

NEW VIC All Stars

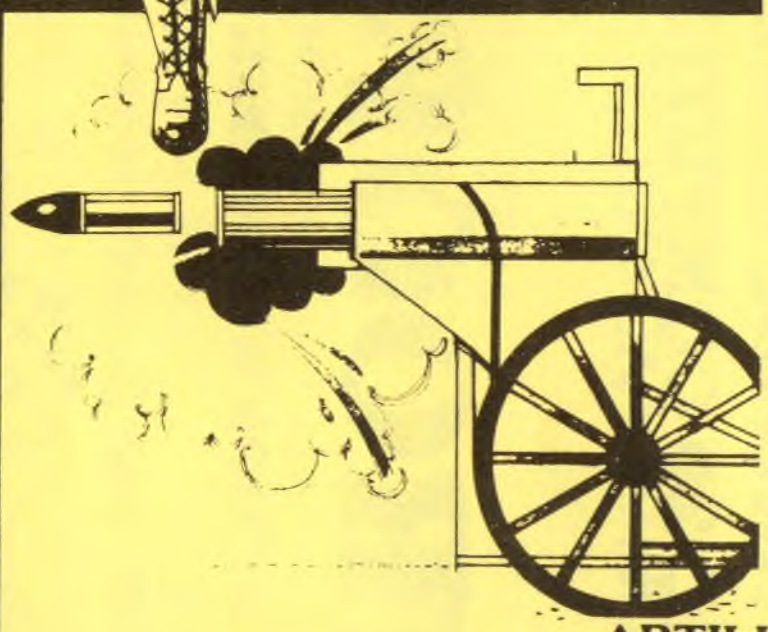
Save $35 Off Individual Price

All Games on Cassettes

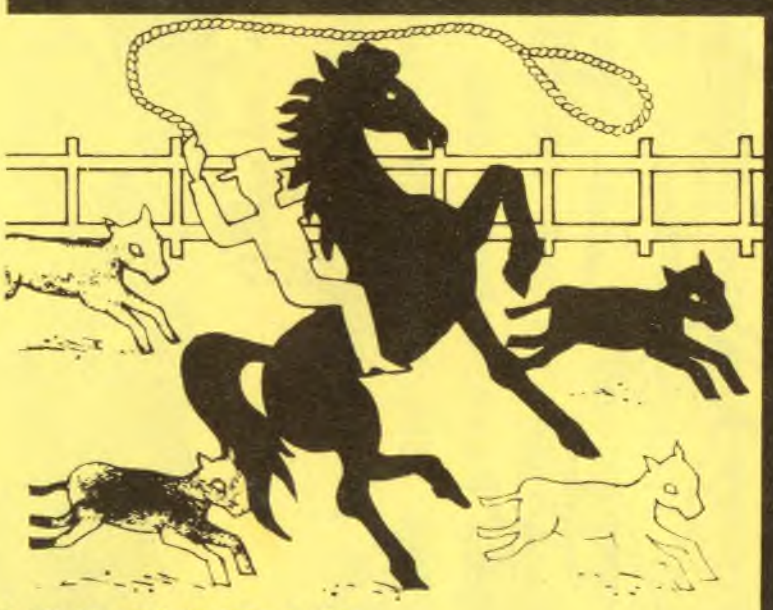
8 Games - $49.95

PARATROOPER

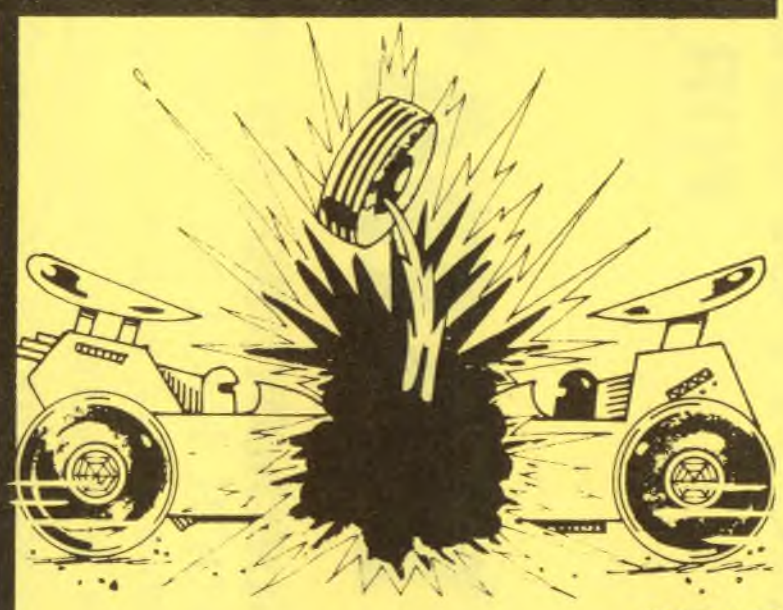
TARGET COMMAND



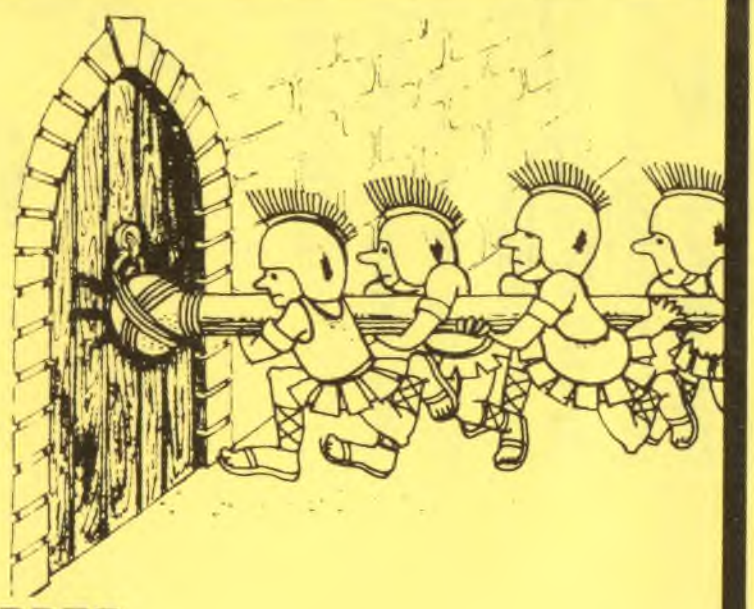
ARTILLERY



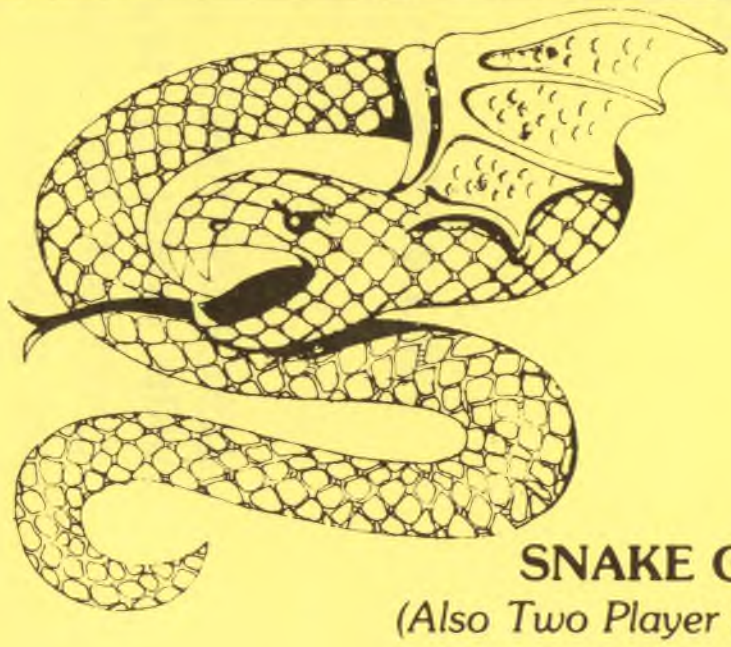
CATTLE ROUND-UP



HEAD ON



TRAPPER



SNAKE OUT

(Also Two Player Snake Out)

OUR MOST POPULAR "ARCADE GAME" TAPE PROGRAM FOR VIC-20 COMPUTERS

PARATROOPER!!

FANTASTIC SOUND AND ACTION WITH SUPER HI-RES GRAPHICS

By Nic Dudzik

JOYSTICK OR KEYBOARD

PARATROOPER is a High Resolution game that doesn't let you make any mistakes. You are in charge of a big gun that sweeps back and forth by your command. Helicopters fill the sky, (and we mean fill the sky!), dropping paratroopers. Your mission is to keep 3 paratroopers from hitting the ground on either side of your gun. But that's just the beginning. You score by hitting the helicoptors or the paratroopers, but if you miss a shot it subtracts from your score. Therefore, you must make every shot count to make a high score! IT HAS FOUR FAST ACTION LEVELS TO CHALLENGE THE BEST PLAYER.

LIST $24.95 – SALE $19.95

The High Resolution graphics helicoptors are fantastic. They look exactly like helicopters! The paratroopers are super realistic. Their chutes open and then they drift down to earth. If this weren't enough the sounds are fantastic. There are helicoptor blades whirring and you can hear the howitzer pumping shells. When you hit a parachute you hear this ripping sound and the paratrooper falls struggling to the ground! NOW HEAR THIS! – If you let three paratroopers land, they bring in a tank from either side and blast you!!! This game really shows off the sound and graphic capabilities of your VIC.

PARATROOPER IS OUR NO. 1 SELLING ARCADE GAME – you've got to get this game to believe it – we are so sure you'll like it we'll give you "10 DAY FREE TRIAL."

RUNS ON STANDARD VIC-20

COMPUTER MAT • BOX 1664 • LAKE HAVASU CITY, ARIZONA 86403

Win A FREE Commodore 64™ Computer

Can You Beat PARATROOPER?

10 Prize Winners

A New Commodore 64 will be awarded to the person with the highest score. The winning entry must contain a photograph of the highest score of the game.

PARATROOPER

REALISTIC SMOOTH ACTION AND TRUE JAMES GRAPHICS

FOR THE VIC-20

1st Prize
CBM 64

2nd Prize
Disk Drive

3rd Prize
$200 worth of Software

4th - 10th Prize
$100 worth of Software

RUNS IN STANDARD VIC-20

PARATROOPER [illegible]

Order your copy today or see your dealer.
Will you get the top score?

RULES

[illegible]

COMPUTERMAT [illegible]

Write for a FREE catalog of
VIC COMMODORE 64 Software

CONTEST ENDS JULY 31, 1983

BUG BLAST

$14.95

By Ron Graham

NEW
VIC
SOFTWARE

JOYSTICK
OR
KEYBOARD

If you think Centipede was fun — look out for BUG BLAST. A new and real action arcade game with realistic smooth action, quality hi-res graphics and sprites. Its very glorious the first wave attacks. Only a few bugs to kill. Just shoot the cactus and wipe them out. Now a few more bugs and you feel you have everything under control. Now the attacks really start. Those protector pests have to go. Blast away. Will they ever stop? OK — the BUGS go the first time. Now to try 'em Just one more time — BUG BLAST — Now its your turn to ask more.

RUNS IN STANDARD VIC-20

CRICKET

by Joel Lavesque

$14.95

From the company that brought you Asteroids, Moon Lander and a host of other blockbusters. We now present CRICKET. This is a challenging game with a cast of characters you will love and hate. All you have to do is get Cleep from one side of the road to the river and then across the river. Not as easy as it sounds. First you have to figure out how to dodge the traffic and get to the center. Then how are you going to get across the river? Look here comes a log — even a turtle. Ditch a ride across the river and you're somewhere else further down. Keep a sharp eye out for Ace the Cobra. He loves to have crickets for lunch. How many times can you get across the road and river. You will have to work as fast as you can. Time limit and bonus. You will find the game addictive, challenging and it will entertain you with hours of fun and enjoyment.

RUNS IN STANDARD VIC-20 JOYSTICK OR KEYBOARD

TO LOAD & USE
YOUR VIC or CBM 64 CASSETTE TAPE

1. Be sure your computer, tape cassette recorder and TV display are connected properly and powered on. The last message displayed by the VIC should be the word READY.
2. Place the tape cassette in the recorder with the label side up. (Programs are recorded on each side of the tape.)
3. To move to the beginning of the tape, press the REWIND switch on the tape recorder. When rewinding stops, press the recorder's STOP switch.
4. On the keyboard, type in LOAD and press the RETURN key.
5. Your TV will display PRESS PLAY ON TAPE. After you press the recorder's PLAY switch, the words OK and SEARCHING are displayed. (Note: On the CBM 64 the screen goes blank.)
6. When VIC finds the program, it displays the work FOUND, followed by the name of the program, then tells you it's LOADING. (Note: On the 64 press the Commodore Key.)
7. When you see READY, first press the STOP switch on the tape recorder, then on the VIC/64 type in RUN and press the RETURN key.
8. See the specific instructions for your program on how to proceed further.

IF YOUR TAPE DOES NOT LOAD, FIRST REPEAT STEPS 4 THRU 7 ABOVE. IF THE PROGRAM STILL FAILS TO LOAD, TURN POWER OFF, THEN POWER ON AND REPEAT STEPS 3 THRU 7.
IF PROBLEMS STILL PERSIST REFER TO YOUR MANUAL AND/OR YOUR DEALER.

Commodore 64/Vic are trademarks of Commodore Business Machines.

TO LOAD AND USE YOUR DISKS

1. Insert Disk.
2. Type LOAD "$", 8 and Press Return.
3. Type LIST.
4. Select from the List A Program.
5. Type LOAD "Menu", 8 (or the name of the program you want.)
6. Type RUN.

COMMODORE 64 SOFTWARE

ARCADE PAK
3 Games
Cassette - $24.95 — Disk Version - $29.95

The arcade now comes to the Commodore 64. The games you grew to love and hate are now ready to run for many hours of fun and excitement. The arcade pak includes:

HEAD ON — *Race the computer car · 9 levels of play.*

ALIEN INVASION — *Save the earth · 20 levels of play.*

TARGET COMMAND — *Can you stop the missiles? 5 levels of play.*

(Keyboard and Joystick Versions Included)

GAME PAK
Cassette - $14.95

COMMODORE 64
Color · Graphics · Sound

DEFLECT

How many can you hit? Move into position and hit the targets. You select the angle and number of targets. Time limit. Keyboard.

GAME PAK
3 Games Included

DRAGON CHASE

As the Gallant Knight you must find your way out of the maze. If you are not quick enough the dragon will get you. Three mazes — Five speeds — Three sizes. Joystick or Keyboard.

FLIP-IT

A mind testing classic with different levels of play. Which strategy is best? A deceptively simple game — trap your opponent's piece between two of your and capture the piece for yourself. Sound easy? Flip-It has a way of turning the tables on you. 1 or 2 players.

NEW COMMODORE 64 SOFTWARE SUPER PAK

Cassettes - $39.95 — Disk - $44.95

SAVE $40.00 Off the Individual Price

(Regular Price $79.80)

10 PROGRAMS FOR THE 64

We have put our Game Pak, Ed-U-Pak and the Treasure Pak all in one package. We want to help you get the best dollar value for software for your 64.

NEW 64 SOFTWARE

(On Cassette)

MUSIC MAKER - Includes program - 2 sample songs & blank data tape. There is a real synthesizer inside your 64. Now you can play music on your 64. Compose your own or take sheet music and input the notes. Plays 3 voices and all ranges of notes. You can even select the timing of each note. The music maker then converts the notes into data statements. You can compose and then add music to your own programs or games. Available April 1983. **$16.95**

ED-U-PAK
COMMODORE 64
4 Programs

$24.95
Cassette

A. Ruler
B. Geography
C. Dungeon of Mathacos
(Math Adventure)
D. Micro

This imaginative collection of four programs combines words and sound to help develop spelling, reading, math, memory, motor skills, eye-hand coordination and decision making.

RULER

How good are you at being a leader? Hire workers, feed them, pay them. Rule as long as you can.

GEOGRAPHY

Locations in states, capitals, seas, and countries. Input a new one beginning with the last letter of the place given before.

DUNGEON OF MATHACOS

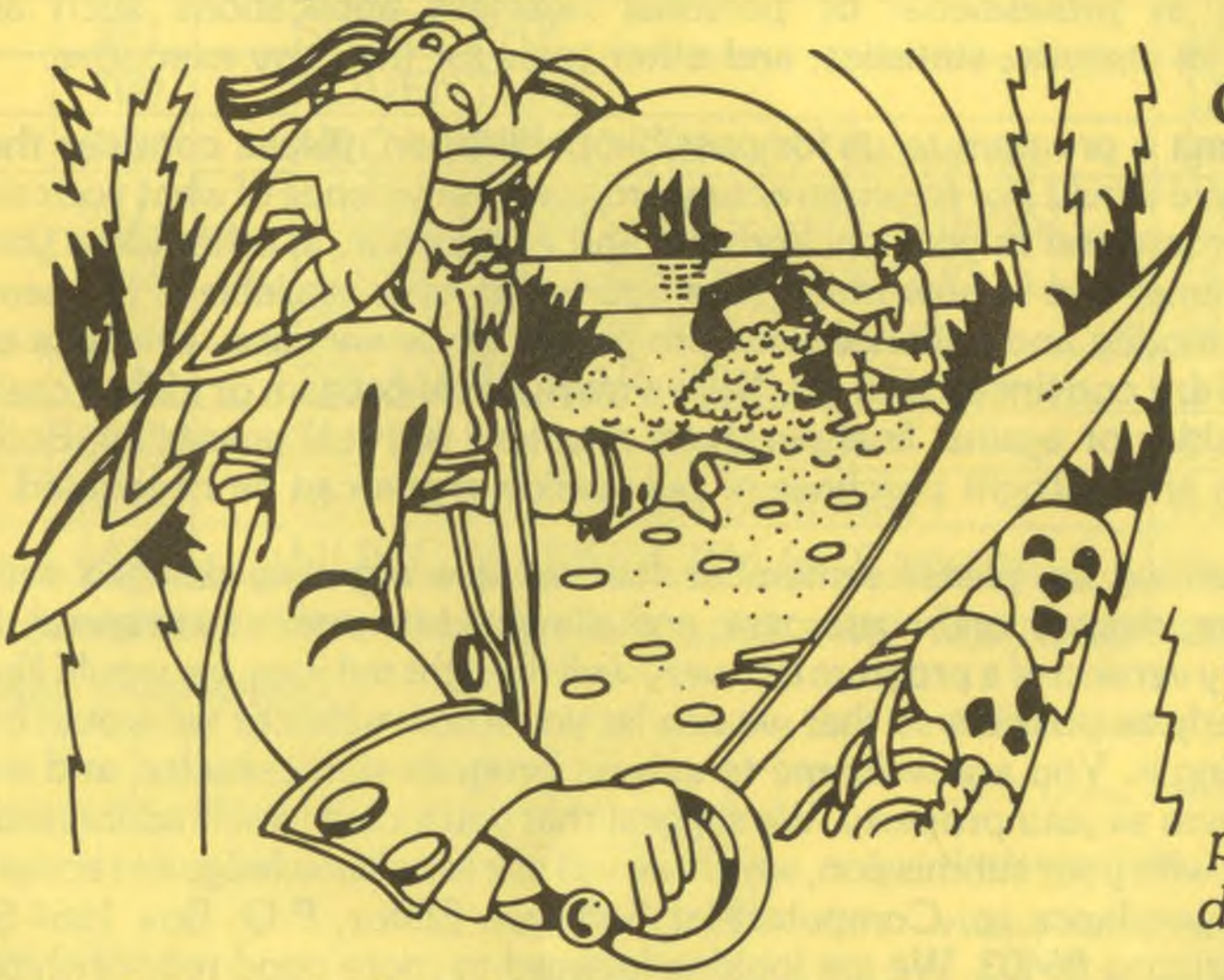
A math adventure that lets you explore for treasure. Before you can get it you must correctly answer math problems.

MICRO

Run a computer store and make a million if you can.

TREASURE PAK
By Mark William

COMMODORE 64



$14.95
Cassette

In Text

Free Adventure Included

Shuttle Voyage

Travel to distant planets and try to deliver your cargo.

ADVENTURE — (Beginning Adventure) Explore the underground maze of corridors, rooms and passages. Can you find the treasures. Do you dare go further. Where am I? — The Dungeon. Get ready to explore for hours. By using two word commands you tell the computer to move, take objects, climb and examine new found areas. Are you ready to fight the Dragon. Good luck — you will need it.

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Information For Authors

ComputerMat Inc. is continually seeking high quality programs from software authors who are both skillful programmers and experts in their fields of interest. We have already paid out thousands of dollars to the authors mentioned in this catalog.

Unlike many other software marketers, we are more interested in building continuing working relationships with talented authors than in one-shot purchases of publication rights. Rather than drive a zero-sum bargain over the division of revenues from software sales, we try to add the value of our services to your program to make the end result worth more to both you and the customer. Once we are convinced that we have a marketable product on our hands, our experienced staff can take over and release the author of the burdens of editing and rewriting documentation, typesetting, artwork, photography and printing; preparation of packaging; telephone and mail order fulfillment; check and credit card handling; shipping and invoicing and dealer relations. Our full-time staff of programmers can give assistance to adapt your program for other computers, or to modify portions of the program itself to maximize its potential. We also offer the value of an increasingly recognized brand name, and a world-wide reputation for quality.

What we look for in authors is a combination of expertise in some application area of field of interest and a reasonable degree of programming skill. Ask yourself what special knowledge, skills or ideas you can offer through a software publisher to other personal computer owners. Although we are very interested in original ideas for computer games, especially with graphics, we do not need additional versions of the many public domain game programs which have appeared in many time-sharing systems, magazine articles, and advertisements. The range of applications in which we might be interested is very broad, but their common theme should be the satisfaction of personal needs. We are especially interested in professional or personal business applications such as engineering or financial analysis, statistics, and other tools for the busy executive.

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